

DAFTAR PUSTAKA

- Adnan K., F. M., Mona M. 2012. *Effectiveness of visual animation-narration presentation on student's achievement in the learning of meiosis*. International Jurnal Procedia Social and Behavioral Sciences 46 (2015) 5666 – 5671. Available online at www.sciencedirect.com
- Aliverninia, F., Sara M. 2014. *Is there a relationship between openness in classroom discussion and students' knowledge in civic and citizenship education?*. International Jurnal Procedia Social and Behavioral Sciences 15 (2014) 3441–3445. Available online at www.sciencedirect.com.
- Anitah, S. 2010. *Media Pembelajaran*. Suarakarta: Yuma Pustaka.
- Arsyad, A. 2014. *Media Pembelajaran*. Jakarta: PT. Raja Grafindo Persada..
- Dallakian, P., Norbert H. 2014. *FlaME: Flash Molecular Editor-a 2D structure input tool for the web*. Journal of Cheminformatics 2014, 3:6. <http://www.jcheminf.com>.
- Daryanto. 2016. *Media Pembelajaran*. Yogyakarta: Gava Media.
- Dumitriu, C., Gabriela D. 2014. *Achieving Citizenship Education. A Theoretical and Experimental Approach*. International Jurnal Procedia Social and Behavioral Sciences 149 (2014) 307 – 311. Available online at www.sciencedirect.com
- Dusi, P., Marilyn S., &Giuseppina M. 2015. *Citizenship education in multicultural society: Teachers' practices*. International Conference on Education and Educational Psychology (ICEEPSY 2012).Procedia - Social and Behavioral Sciences 69 (2015) 1410 – 1419. Available online at www.sciencedirect.com
- Evirgen, H., Metin C. 2013. *Design, Development and Evaluation of Flash Software Tahat Cloud be Used in Vehicles for the Education of autistics students*.International Jurnal Procedia Social and Behavioral Sciences 106 (2013) 814 – 823. Available online at www.sciencedirect.com
- Fadila, A. Dasari R. Setyaningsih,. 2019. *The Development of Electronic Flash Worksheet Based on Adobe Flash Cs6 on Fraction Numbers in the Seventh Grade of Junior High School* Journal of Physics: Conf. Series 1155 (2019) 01 2019. doi:10.1088/1742-6596/1155/1/012019.

- Hamidi, F. 2014. *Comparison of the Training Effects of Interactive Multimedia (CDs) and Non-Interactive Media (films) on Increasing Learning Speed, Accuracy and Memorization in Biological Science Course*. International Jurnal ProcediaComputer Science 3 (2014) 144–148. Available online at www.sciencedirect.com
- Hassan,R., Norul Huda Y., & Syahanim M.S. 2016. *Easy electronic software for digital logic design*. International Jurnal Procedia Social and Behavioral Sciences 59 (2016) 498 – 507. Available online at www.sciencedirect.com
- Hendrayani Santi, Raharjo. 2019. *Pengembangan Media Pembelajaran Game Animasi Interaktif Berbasis Android Untuk Meningkatkan Pemahaman Konsep Pada Materi Sistem Gerak Kelas XI*. <http://ejournal.unesa.ac.id/index.php/bioedu>. Vol 8 no. 2 Mei 2019 (diakses 10 Juni 2019)
- Irwandani, Sri L,. 2017. “*Modul Digital Interaktif Berbasis ArticulateStudio’13 :Materi Gerak Melingkar Kelas X.*” Jurnal Ilmiah Pendidikan Fisika Al-Biruni 06 (2): 221–31.
- Khotimah Khusnul. 2019. *Pemanfaata Powerpoint Terintegrasi Dengan I-Spring Presenter Sebagai Media Pembelajaran ICT*. Jurnal Ekspone Volume 9 No.1, April 2019, hal 79-85
- Kurtcu, F. 2012. *An analyze of high school web interface designs in terms of graphic Design*. International Jurnal Procedia Social and Behavioral Sciences 46 (2012) 5661 – 5665 Available online at www.sciencedirect.com
- Kamysza, K., Marcin W. 2014. *A Little Goat Builds the World - an Interactive Children Story forTablets*. International Jurnal Procedia Technology 18 (2014) 104 – 112. Available online at www.sciencedirect.com
- Kazimoglu, C., Mary, K., Liz B.,&Lachlan M. 2012. *Learning Programming at the Computational Thinking Level via Digital Game-Play*. International Jurnal Procedia Computer Science 9 (2012) 522 – 531. Available online at www.sciencedirect.com
- Kidi N., Bayu K., Afan G.S, Yen L., 2017. *Android Based Indonesian Information Culture Education Game*. International Jurnal Procedia Social and Behavioral Sciences. (2017) 116. Available online at www.sciencedirect.com.

- Luther, K., Amy B. 2015. *Flash collabs: Collaborative innovation network in online communities of animators*. International Jurnal Procedia Social and Behavioral Sciences 2 (2015) 6571–6581. Available online at www.sciencedirect.com.
- Matondang, Zulkifli. 2013. Validitas dan Reliabilitas Suatu Instrumen Penelitian. *Jurnal Tabularsa PPS UNIMED*, 6(1), 87-97
- Medina, E.N., Nicolas D.F. 2015. *Citizenship Education in the European Curricula*. International Jurnal Procedia Social and Behavioral Sciences 197 (2015) 45 – 49. Available online at www.sciencedirect.com
- Nurdyansyah, N. & Pandi, R., 2017. *An Evaluation of Graduate Competency in Elementary School*. Atlantis Press. Advances in Social Science, Education and Humanities Research (ASSEHR), volume 125
- Preeti. 2014. *Education and Role of Media in Education System*. International Journal of Scientific Engineering and Research (IJSER) 2347-3878 Volume 2 Issue 3, March 2014. Available online at www.ijser.in
- Rusman, Dkk. 2011. *Pembelajaran Berbasis Teknologi Informasi dan Komunikasi*. Jakarta: PT Rajagrafindo Persada.
- Soyluçiçek, S. 2016. *Graphical design issues on educational computer games for children*. International Jurnal Procedia Social and Behavioral Sciences 15 (2016) 642–645. Available online at www.sciencedirect.com
- Soyluciceka, S. 2015. *Graphic design on educational computer games*. International Jurnal Procedia Social and Behavioral Sciences 46 (2015) 2083 – 2087. Available online at www.sciencedirect.com
- Sugiono. 2016. *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Samsuri. 2011. *Pendidikan Karakter Warga Negara*. Yogyakarta: Diandra Pustaka Indonesia
- Winarno. 2013. *Pembelajaran Pendidikan Kewarganegaraan isi, strategi, dan penilaian*, Jakarta: Bumi Aksara.
- Susilana, R., CepiRiyana. 2012. *Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan dan Penilaian*. Bandung: CV Wacana Prima.
- Tsai, M., Ming-Chang W., Yu-Lien Chang, Shih-Chung K. 2015. *Game-based education for disaster prevention*. Springer-Verlag London 2014. AI & Soc (2015) 30:463–475 DOI 10.1007/s00146-014-0562-7

- Wibowo, Eko H. 2017. *Flash Book-Mencipatakan Company Profile dengan Adobe Flash*. Yogyakarta: Penerbit Andi.
- Yahaya, N.S., Sobihatun Nur A.S. 2014. *Mobile Learning Application for Children: Belajar Bersama Dino*. International Jurnal Procedia - Social and Behavioral Sciences 155 (2014) 398 – 404. Available online at www.sciencedirect.com
- Yudha, M. 2014. *Effectiveness of Digital Educational Materials for Developing Spatial Thinking of Elementary School Students*. International Jurnal Procedia Social and Behavioral Sciences 21 (2014) 116–119. Available online at www.sciencedirect.com.
- Wijayanto P. A., Utaya S. & Astina I, K. 2017. Increasing Student's Motivation and Geography Learning Outcome Using Active Debate Methode Assisted by Ispring Suite. *International Journal of Social Sciences and Management, (Online)*, Vol. 4, No. 4.(<https://www.nepjol.info/index.php/IJSSM/article/view/18336>, Diakses 02 Januari 2019)